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ANNEX

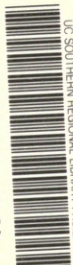
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CANASTA -- ATSANAC

by

ROBERT GABLE

Complete routine of dealing
winning CANASTA hands, dealing
desired cards from top or bottom
of deck (NO SKILL REQUIRED), deal
winning poker hands, etc.

\$1.00

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Be an expert at the new card game, CANASTA. Win new acclaim for yourself by demonstrating your power at dealing pat CANASTA hands!

ROUTINE: Deal 3 CANASTA hands of 11 cards each; each player draws one card, you go out on your draw by having a complete CANASTA. You deal yourself the 4 Jokers the very first hand, Jokers being wild.

Deal 3 more CANASTA hands of 11 cards each. you deal opponent what is apparently a pat hand but on one draw you still go out with a CANASTA.

Deal 3 more CANASTA hands, this time dealing your opponents 13 cards each and yourself 15 cards. You end up with all four red 3's which are worth 600 points and entitle you to four bonus cards. Your four bonus cards turn out to be the four Jokers and on your draw you again complete a CANASTA and go out.

You now have gone through the deck more than once and the cards are apparently all mixed up but you demonstrate complete control and knowledge of the location of all the cards by dealing alternately from the top and bottom of deck and the cards always pair -- deal an ace from the top, an ace from the bottom, a jack from the top, a jack from the bottom, etc. for 26 cards.

You now demonstrate your skill at poker as well as CANASTA by dealing from the same deck 3 poker hands and you have a full house. Deal 3 more poker hands and again you have a full house. Deal 3 more poker hands and this time you have 4 of a kind. You allow a one card draw and one discard -- you end up with 5 naturals -- an actual impossibility.

Riffle shuffle the cards until they are well mixed -- produce 4 Jokers from spectators pocket. Go into 4 Joker routine ala 4 aces.

INSTRUCTIONS

Required: two decks of cards (bridge decks) plus 4 Jokers. This makes a complete CANASTA deck of 108 cards.

Cards are set up as follows -- K-9-K-A-7-A-Q-6-A-10-9-K-5-A-K-5-Q-K-Q-7-Joker-8-7-Joker-10-Q-Joker-9-4-Joker-8-5-A-4-7-Q-K-4-10-3-9-J-6-7-2-3-7-10-9-J-6-4-2-3-5-10-6-1-2-6-5-4-3-10-4-6-J-J-6-Q-6-5-2-2-7-2-2-8-A-2-9-Red 3-8-10-Red 3-8-8-Red 3-8-Q-Red 3-J-5-A-J-5-A-J-10-K-9-Q-7-9-8-K-4-Suits make no difference.

Before dealing 1st hand state "you are going to show how you can win at CANASTA by controlling the few key cards, the Jokers and the red 3's. For the first hand you will show how the jokers can be controlled." False riffle shuffle, false cut and deal 3 hands. Cards are dealt one at a time until each hand has 11 cards. Deal the next card face up and place beside the 3 hands "stating that this is the discard stack." Deal each hand 1 more card, making 12 cards total, which is the card you would draw in your regular turn. Do not bother to discard as it has no bearing on trick. Hands dealt are as follows. (Deal cards overlapping each other face up so they can be picked up and kept in order.)

1st hand -- K-A-Q-10-5-5-Q-8-10-9-8-7

2nd hand -- 9-7-6-9-A-Q-7-7-Q-4-5-Q

Your hand -- K-A-A-K-K-K-Jok-Jok-Jok-Jok-A-K

Up card -- 4

The card you drew was a King which gives you a Canasta of Kings -- 5 Kings plus 2 wild cards. You also meld your 3 Aces with two wild cards and go out winning the hand and receiving a total of 810 points.

Mention the fact while dealing "that the Jokers are key cards worth 50 points apiece plus, being wild and that you control them at all times.

Pick up the 2nd hand pushing the cards together so that the Queen is on top and the 9 on the bottom, all cards face up. Place 2nd hand on top of 1st hand and then 2nd & 1st hands on top of the 3rd hand. Pick up the Up card, 4, and place on top of all the up cards, face up. It goes on top of the Queen which is the last card of the 2nd Hand. This stack of cards is placed on the bottom of the pack and you are ready to deal the second CANASTA deal.

2nd Deal: Dealt same as first one, 11 cards in each hand, turn next card up and aside, deal one more card to each hand to represent drawn card.

1st hand -- 4-9-7-7-9-4-5-J-5-10-J-6

2nd hand -- 10-J-2-10-J-2-10-2-J-4-4-5

Your hand -- Black 3-6-Black 3-4-6-Black 3-6-6-Black 3-6-6-2

Up Card -- Queen

Mention while dealing "that you will deal a sucker hand to your opponent" as you deal him three 10's, three Jacks, and three 2's, which gives him 6 cards of a CANASTA. However on the draw you receive a 2 which gives you a CANASTA of 6's which is six 6's plus the 2, also meld the four black 3's, discard the 4 and you are out receiving 575 points for the hand. (However, do not actually change the sequence of any of the dealt cards.)

Pick up the cards the same as before, putting the 2nd hand on top of the 1st and these two hands on top of the 3rd. Up card (Queen) is placed on top of the face up card (5), this stack of cards is placed on bottom of deck and you are ready for the 3rd deal.

Mention That "besides the four Jokers, the other important key cards are the four red 3's which are worth 800 points if they are all in one hand. You are also allowed to draw one free card from the top of the deck to replace each of the red 3's." Mention also that "to give

your opponents an additional chance to beat your
that you will deal them thirteen cards to your
eleven."

3rd Deal: Deal the 11 cards one at a time,
turn the next card face up for the up card,
deal two extra cards one at a time and then
deal one card to each opponents hand to
represent the draw. Opponents now have 14 cards
each and you still have 11 cards.

1st hand -- 2-2-2-8-8-8-J-J-J-9-9-K-A-K

2nd hand -- 7-8-9-10-8-Q-5-5-10-Q-8-A-K-K

Your hand -- 2-A-3-3-3-3-A-A-K-7-K

Up card 4

Place your four red 3's aside and draw four
cards to replace. You will receive the four
Jokers which must be inserted where the four 3's
were. You then take your draw which is an Ace.
You have a CANASTA of 4 Aces plus 3 Jokers; also
meld 2 Kings with a Joker and a 2 and you are
out. Total points for the hand including red
3's is 1620.

This time in picking up the cards the 4th
card from the bottom of the 2nd hand must be
removed (8) and placed with the Up card (4).
The cards are then picked up in same sequence,
2nd hand on top of 1st hand and then on top of
3rd hand. UPCARDS 4 and 8 ARE LEFT LAYING ON
TABLE WITH THE FOUR RED 3'S. Pack of cards is
placed on bottom of deck.

The cards are now automatically set for the
next trick although to the spectators the cards
are well mixed up. False shuffle and false cut
if desired. Mention than "an expert card player
should be able to memorize and know the location
of all cards at all times. This will enable you
to deal the desired cards from either the top or
bottom of the deck." Deal alternatly from the
top and bottom of the deck (13 cards from each)
and you will end up with 13 pairs of matching cards.

From the Top: K-K-A-Q-10-5-5-Q-8-10-9-8-7

From the bottom: K-K-A-Q-10-5-5-Q-8-10-9-8-7

(People will give you great cred it for dealing from the bottom of the deck when they talk about this trick although you do take the cards quite openly from the bottom of the deck.)

The above cards are now picked up and put on the bottom of the deck but the order of them is no longer important.

Mention "that you not only can deal pat CANASTA hands but you can also deal pat poker hands." Deal out three poker hands of 5 cards each, your hand being the 3rd hand, and you have a full house. Pick up all cards in any order and place on bottom of deck. "to show that it was not just luck I'll deal out 3 more hands." You deal 3 more hands and again you have a full house. Pick up cards in any order and place on bottom of deck. "This time I will deal out 5 cards but each man will receive one extra card and he may then discard one of his original cards after he sees what his extra card is." You deal and your opponent ends up with four Tens but you have 4 Jacks. Deal the extra card and you receive another Jack, discard the 2 which leaves you with five Jacks. Remark jokingly, "I am the only living man in the world who can deal five NATURAL Jacks."

Give the deck a genuine riffle shuffle taking great pains for the spectators to see that it is genuine. However, do not disturb the top 8 cards on deck leaving them in the same position. (Spectators will later testify that you shuffled the deck all through the routine with genuine riffles.) Deal off four top cards -- 5-4-2-A "to show spectator that cards are all mixed up and are in no special order." The four JOKERS are now on top of the deck. Palm off four Jokers, reach into spectators pocket, produce Jokers and say, "I'm not the only one here who can control the four Jokers, the key cards in CANASTA." Toss Jokers out on table.

EXTRA INSTRUCTIONS
FOR ADVANCED ROUTINES IF DESIRED

(1) Take the four Jokers and go into your favorite four Ace routine using the Jokers.

(2) Go into your favorite transposition trick, have the Jokers change places with the four red 3's.

(3) When you remove Jokers from spectators pocket, take them out face down and place on table. As spectator turns cards over to see what they are, pick up the four red 3's from the table, place on the bottom of the deck face up so they are reversed from the rest of the cards. After spectators has looked at the four Jokers, remark "it is very easy to keep track of the Jokers and red 3's because they are different from the other cards. I'll demonstrate with the 3's." Riffle shuffle the cards sending the reversed red 3's to the center of the deck. "You can always tell when you come to a red 3 because it will reverse itself in the pack so you can identify it." Spread pack of cards out, face down, and all four red 3's can be seen to be reversed.

(4) For magic word say "Atsanac" which is CANASTA backwards.

Complete rules of Canasta can be picked up at any bookstore for 50¢. If you want the rules and have any difficulty in picking them up send 50¢ to Robert Gable, 1843 W. 65th, Cleveland 2, Ohio and you will receive the complete rules plus 3 articles on the Strategy of Play. Learn how to play CANASTA AS IT is an interesting game and you will enjoy playing it. THE RULES ARE NOT NECESSARY TO DO THIS ROUTINE!

In order to set the cards for the original stacking, it is advisable to sort out the cards with all the 2's in one pile, all the 4's in another, etc. It is then very easy to put the cards in the proper order in less than 5 minutes.

THE END

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